

**Amendments to the Specification:**

Please replace the paragraph beginning at page 4, line 25 with the following rewritten paragraph:

The gaming device also includes a plurality of component number modifiers. In one embodiment, each component number modifier modifies or changes the number or amount of offer components which will be combined to form the subsequent offer to be provided to the player. That is, the game determines the offer components of the subsequent offer by altering or changing the number or amount of offer components from the previous offer to form the subsequent offer.

Please replace the paragraph beginning at page 14, line 24 with the following rewritten paragraph:

In one embodiment, the gaming machine may include a ~~player or other sensor~~, such as a camera in communication with the processor (and possibly controlled by the processor) that is selectively positioned to acquire an image of a player actively using the gaming device and/or the surrounding area of the gaming device. In one embodiment, the camera may be configured to selectively acquire still or moving (e.g., video) images and may be configured to acquire the images in either an analog, digital or other suitable format. The display device may be configured to display the image acquired by the camera as well as display the visible manifestation of the game in split screen or picture-in-picture fashion. For example, the camera may acquire an image of the player and that image can be incorporated into the primary and/or secondary game as a game image, symbol or indicia.

Please replace the paragraph beginning at page 22, line 30 with the following rewritten paragraph:

In one embodiment, the gaming device includes a component number modifier generator 122 which is operable to generate or select and display one or more of the plurality of offer component modifiers. In one embodiment, the component number modifier generator is a simulated or electromechanical rotatable wheel which has a plurality of component number modifiers and an indicator 136 such as an arrow or pointer. The wheel may be any suitable wheel as known to one of ordinary skill in the art. In this embodiment, the wheel spins or rotates and the component number modifier that the indicator indicates is the generated or selected component number modifier. In another embodiment, the wheel remains fixed (or is displayed as fixed) and the indicator rotates or spins (or is displayed to spin) around the wheel to generate or select a component number modifier. In another embodiment, the component number modifier generator generates or selects one of said plurality of ~~offers-~~component modifiers in any suitable manner such as through illumination of the modifier. The component number modifier can alternatively be displayed on one or more reels or any other suitable device.

Please replace the paragraph beginning at page 24, line 22 with the following rewritten paragraph:

In one embodiment, the gaming device randomly selects or activates one or more of the plurality of offer components. In another embodiment, each of the plurality of offer components is associated with a probability of being selected and the gaming device selects or activates one or more of the offer components based on the associated probabilities. In one embodiment, the greater the award or value associated with the offer component, the lower the associated probability of being selected. In another embodiment, each of the offer components is associated with the same probability and thus each offer component has an equal chance of being selected. In another embodiment, the gaming device enables the player to select or pick one or more of the offer components. In this embodiment, it is preferably preferable that the awards or values associated with one or more of the offer components are masked to prevent the player from knowing which offer component they are selecting and thus picking the offer components associated with the highest awards or values.